

Nintendo

GAME BOY[®] color

CGB-BBEE-USA

TROUBALS[™]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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EVERYONE
NO DESCRIPTOR

CAPCOM®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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THE TROUBLE WITH TROUBALLS!

Sit back and prepare yourself for a mind-numbing puzzle game that will make you frantic in no time!

The object of **TROUBALLS** is to wipe out all the balls you can within a limited amount of time.

To vaporize the balls, arrange same-colored balls into groups of four or six balls each. Arrange the balls by turning the gears behind them.

Move the gears to any set of balls, and turn them clockwise or counterclockwise.

Each level gets more difficult as you try to rub out more troublesome **TROUBALLS**!

- Some levels begin with a set number of balls. These are easier to conquer.
- Other levels keep dropping balls onto the play screen. Now you must keep your eye on new balls dropping in, as well as the balls already on screen.
- In some levels the object is to get rid of all the balls within the time limit. In others, you must prevent the screen from filling with balls before time runs out. Good luck!

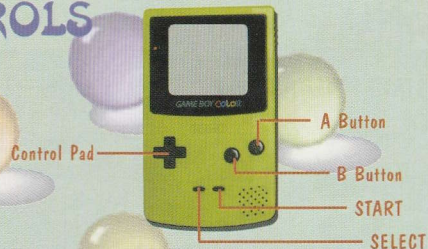
STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the **TROUBALLS** Game Pak and turn on your Game Boy Color.
3. When the Title screen appears, press START.
4. At the Main Menu, press the Control Pad / to select START, and press the A Button or START.
5. At the Level screen, press START to begin play.

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

CONTROLS



CONTROL

Start game/Choose menu item

Highlight menu item

Confirm menu item

Move to gear

Rotate balls clockwise (to the right)

Rotate balls counterclockwise (to the left)

BUTTON

START

Control Pad

A Button

Control Pad

A Button

B Button

MAIN MENU

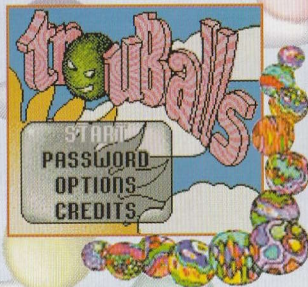
Press the Control Pad / to highlight an item and press START or the A Button to confirm.

START

Begin **TROUBALLS**.

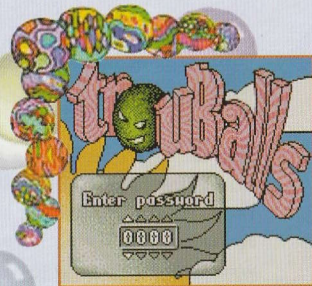
PASSWORD SCREEN

This allows you to use a password to begin the game at a higher level. As you play the game, you'll see a password at the beginning of each new level. Write it down on the next page. To begin the game at that level, select the **PASSWORD SCREEN** option from the Main Menu.



To enter a password on the Password screen:

1. Press the Control Pad / to scroll through the letters.
2. Press the Control Pad / to change character positions.
3. Press Start or the A Button to confirm and begin the game.



PASSWORDS

OPTIONS

TUTORIAL

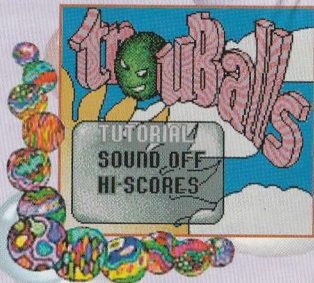
Take the Tutorial and learn how to stay out of trouble in **TROUBALLS**.

The Tutorial will show you how to play by highlighting the button you should press in a practice round of the game.

Read the instructions at the top of the screen, then press the highlighted button you see on the Game Boy Color picture at the right of the screen.

Continue pressing the buttons as they become highlighted.

Press **SELECT** to return to the Main Menu.



SOUND

Press **START** or the **A Button** to toggle the game sounds and music **ON/OFF**

HIGH SCORE

Check out your highest scores. You can also enter your high score on the Game Over Screen.

GAME SCREEN



LEVEL

Shows your current **TROUBALLS** level.

SCORE

Your total score for all levels completed.

LIVES

Shows the remaining Lives you have. You begin the game with three Lives. If you give up (press START), you lose one Life.

TIME

Time can be an enemy ... or a friend! When the countdown time reaches zero, the level is over. In a "wipe out all balls" level, you lose. If the level is "fill with balls," you win even if you have balls left over.

PLAYING TROUBALLS

Press the Control Pad to choose the gear behind the ball or balls you want to rotate. One ball fits in each cog of the gear (four cogs in all). You can control from one to four balls at a time by turning the gears clockwise or counterclockwise.

Press the A Button to move the balls in a clockwise direction. Press the B Button to move the balls in a counter-clockwise direction.

GAMEPLAY HINTS

- Rotate the balls, trying to match up balls of the same color. When sets of four or six balls are matched up, the balls vanish!
- A set of six balls must be wiped out all at once — no leftovers or you lose.
- In some positions, there are no gears.
- You can flip balls into a free fall and they will continue falling until they land on another ball.

TYPES OF GAMES

SET NUMBER

There are a set number of balls on screen. To win, arrange the balls in rectangles of four or six balls until they all vanish.

EVER MORE BALLS

Balls keep falling into play. You must arrange the balls in groups of four or six balls to destroy them and make room for more balls that are on the way. The object is to keep the play screen from filling up with balls within the time limit.

GIVE UP?

If you want to stop and restart the level, press **START**. You will return to the Level Screen with the loss of one Life.

GAME OVER

When the game is over, you can enter a three character name in the High Score Screen:

1. Press the Control Pad / to select the letter or number you want.
2. Press the Control Pad / to change the character position and enter the next letter
3. Press the A Button to return to the Main Menu.



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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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